PxrMix

Mixes two colors together according to the specified mix percentage. The mixed color result is calculated as: `((1.0-mix) * color1) + (mix * color2)`.

Input Parameters

Color 1

The first color that is mixed with the second color.

Color 2

The second color that is mixed with the first color.

Mix

The first color that is mixed with the second color.

color1
color2
mix
result

mix = 0.0
mix = 0.25
mix = 0.5
mix = 0.75
mix = 1.0

Output Parameters

resultRGB

The clamped color result.

resultR

The R channel from the resultRGB output.

resultG

The G channel from the resultRGB output.

resultB

The B channel from the resultRGB output.